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1 Realizing OpenGL: two implementations of one architecture

window

Mark J. Kilgard

August 1997 Proceedings of the ACM SIGGRAPH/EUROGRAPHICS workshop on Graphics hardware

Full text available: pdf(1.66 MB)

Additional Information: full citation, references, citings, index terms

Keywords: O2, OpenGL, graphics hardware architecture, infinite-reality

² Light field rendering

Marc Levoy, Pat Hanrahan

August 1996 Proceedings of the 23rd annual conference on Computer graphics and interactive techniques

Full text available: pdf(376.59 K8)

Additional Information: full citation, references, citings, index terms

Keywords: epipolar analysis, holographic stereogram, image-based rendering, light field, vector quantization

Ray tracing on programmable graphics hardware

Timothy J. Purcell, Ian Buck, William R. Mark, Pat Hanrahan

July 2002 ACM Transactions on Graphics (TOG), Proceedings of the 29th annual conference on Computer graphics and interactive techniques, Volume 21 Issue 3

Full text available: pdf(454.93 KB)

Additional Information: full citation, abstract, references, citings, index terms

Recently a breakthrough has occurred in graphics hardware: fixed function pipelines have been replaced with programmable vertex and fragment processors. In the near future, the graphics pipeline is likely to evolve into a general programmable stream processor capable of more than simply feed-forward triangle rendering. In this paper, we evaluate these trends in programmability of the graphics pipeline and explain how ray tracing can be mapped to graphics hardware. Using our simulator, we analyze ...

Keywords: programmable graphics hardware, ray tracing



Richard G. Shoup

August 1979 ACM SIGGRAPH Computer Graphics, Proceedings of the 6th annual conference on Computer graphics and interactive techniques, Volume 13 Issue 2 Full text available: pdf(3.40 MB)

Additional Information: full citation, abstract, references, citings, index terms

Even a small amount of animation can greatly enhance graphic communication—particularly when it is desired to show change, movement, or a complex idea or relationship. In raster scan display systems, however, the cost of providing animation has usually been prohibitively high due to the large bandwidths involved in changing a picture rapidly. This paper describes a simple method for providing a limited but very useful real-time interactive animation capability on many existing frame b ...

Keywords: Color table, Computer animation, Computer graphics, Frame buffer, Raster scan

⁵ Wolves and cubism: Stylized video cubes

Allison W. Klein, Peter-Pike J. Sloan, Adam Finkelstein, Michael F. Cohen

July 2002 Proceedings of the 2002 ACM SIGGRAPH/Eurographics symposium on Computer animation

Full text available: pdf(1.56 MB) Additional Information: full citation, abstract, references

We present a new set of non-photorealistic rendering (NPR) tools for processing video. Our approach is to treat the video as a space-time volume of image data. Previous tools to process video for an impressionist effect have painted collections of two-dimensional strokes on each successive frame of video. In contrast, we create a set of "rendering solids." Each rendering solid is a function defined over an interval of time; when evaluated at a particular time within that interval, it provides pa ...

⁶ The power and performance of proof animation

Nancy J. Earle, James O. Henriksen

December 1995 Proceedings of the 27th conference on Winter simulation

Full text available: pdf(846.29 KB) Additional Information: full citation, references, citings, index terms

⁷ A visual medium for programmatic control of interactive applications

Luke S. Zettlemover, Robert St. Amant

May 1999 Proceedings of the SIGCHI conference on Human factors in computing systems: the CHI is the limit

Full text available: pdf(1.15 MB)

Additional Information: full citation, references, citings, index terms

Keywords: agents, demonstrational interfaces, development tools, interaction techniques

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GRIP: graphics reduced instruction processor

Gautam B. Singh

September 1991 Proceedings of the 24th annual international symposium on Microarchitecture

Full text available: pdf(842.87 KB) Additional Information: full citation, references, index terms

The 8 by 8 display

R. F. Sproull, I. Sutherland, A. Thomson, S. Gupta, C. Minter January 1983 ACM Transactions on Graphics (TOG), Volume 2 Issue 1

window

Full text available: pdf(1.53 MB) Additional Information: full citation, references, citings, index terms

An adaptive subdivision algorithm and parallel architecture for realistic image synthesis

Mark Dippé, John Swensen January 1984 ACM SIGGRAPH Computer Graphics, Proceedings of the 11th annual conference on Computer graphics and interactive techniques, Volume 18

Issue 3

Full text available: Republic available: Repub

Additional Information: full citation, abstract, references, citings, index

An algorithm for computing ray traced pictures is presented, which adaptively subdivides scenes into S subregions, each with roughly uniform load. It can yield speedups of O(S2/3) over the standard algorithm. This algorithm can be mapped onto a parallel architecture consisting of a three dimensional array of computers which operate autonomously. The algorithm and architecture are well matched, so that communi ...

Keywords: Adaptive, Parallel, Ray tracing, Subdivision

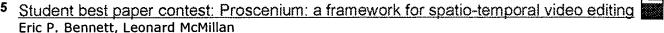
The Ray casting engine and Ray representatives

J. L. Ellis, G. Kedem, T. C. Lyerly, D. G. Thielman, R. J. Marisa, J. P. Menon, H. B. Voelcker May 1991 Proceedings of the first ACM symposium on Solid modeling foundations and **CAD/CAM** applications

Full text available: R pdf(1.68 MB) Additional Information: full citation, references, index terms

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November 2003 Proceedings of the eleventh ACM international conference on Multimedia

Full text available: pdf(2.86 MB) Additional Information: full citation, abstract, references, index terms

We present an approach to video editing where movie sequences are treated as spatiotemporal volumes that can be sheered and warped under user control. This simple capability enables new video editing operations that support complex postproduction modifications, such as object removal and/or changes in camera motion. Our methods do not rely on complicated and error-prone image analysis or computer vision methods. Moreover, they facilitate an editing approach to video that is similar to standard ...

Keywords: feature removal, feature selection, multimedia framework, special effects, video editing, video layers, video stabilization

Emancipated pixels: real-world graphics in the luminous room John Underkoffler, Brygg Ullmer, Hiroshi Ishii July 1999 Proceedings of the 26th annual conference on Computer graphics and interactive techniques

Full text available: pdf(613.18 KB) Additional Information: full citation, references, citings, index terms

Keywords: CAD, architectural space, computer vision, luminous-tangible interfaces, projection, real-world graphics

Appearance-perserving simplification

Jonathan Cohen, Marc Olano, Dinesh Manocha

July 1998 Proceedings of the 25th annual conference on Computer graphics and interactive techniques

Full text available: pdf(3.66 MB) Additional Information: full citation, references, citings, index terms

Keywords: attributes, color, maps, normal, parameterization, simplification, texture

Gaze-contingent display using texture mapping and OpenGL: system and applications Stavri G. Nikolov, Timothy D. Newman, Dave R. Bull, Nishan C. Canagarajah, Michael G. Jones, Iain D. Gilchrist

March 2004 Proceedings of the Eye tracking research & applications symposium on Eye tracking research & applications

Full text available: Top pdf(685.03 KB) Additional Information: full citation, abstract, references, index terms

This paper describes a novel gaze-contingent display (GCD) using texture mapping and OpenGL. This new system has a number of key features: (a) it is platform independent, i.e. it runs on different computers and under different operating systems; (b) it is eyetracker independent, since it provides an interactive focus+context display that can be easily integrated with any eye-tracker that provides real-time 2-D gaze estimation; (c) it is flexible in that it provides for straightforward modificati ...

Keywords: display, eye-tracking, gaze-contingent, image analysis, image compression,

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image fusion, openGL, texture mapping

9 Reproducing color images using custom inks

Eric J. Stollnitz, Victor Ostromoukhov, David H. Salesin

July 1998 Proceedings of the 25th annual conference on Computer graphics and interactive techniques

Full text available: pdf(217.32 KB) Additional Information: full citation, references, citings, index terms

Keywords: Kubelka-Munk model, Neugebauer model, color printing, color reproduction, gamut mapping, ink selection, separations

10 Designing and mining multi-terabyte astronomy archives: the Sloan Digital Sky Survey Alexander S. Szalay, Peter Z. Kunszt, Ani Thakar, Jim Gray, Don Slutz, Robert J. Brunner May 2000 ACM SIGMOD Record, Proceedings of the 2000 ACM SIGMOD international conference on Management of data, Volume 29 Issue 2

Full text available: pdf(429.09 KB)

Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index</u>

The next-generation astronomy digital archives will cover most of the sky at fine resolution in many wavelengths, from X-rays, through ultraviolet, optical, and infrared. The archives will be stored at diverse geographical locations. One of the first of these projects, the Sloan Digital Sky Survey (SDSS) is creating a 5-wavelength catalog over 10,000 square degrees of the sky (see http://www.sdss.org/). The 200 million objects in the multi-terabyte database will have mostly numerical attribut ...

Keywords: Internet, archive, astronomy, data analysis, data mining, database, scalable

11 <u>Surface modification tools in a virtual environment interface to a scanning probe</u>

Mark Finch, Vernon L. Chi, Russell M. Taylor, Mike Falvo, Sean Washburn, Richard Superfine April 1995 Proceedings of the 1995 symposium on Interactive 3D graphics

Full text available: pdf(3.87 MB)

Additional Information: full citation, abstract, references, citings, index terms

The NanoManipulator system has been expanded from a virtual-reality interface for a specific scanning tunneling microscope to include control of atomic force microscopes. The current state of the system is reviewed, and new tools extending the user's feel and control in manipulation and fabrication in the mesoscopic regime are detailed. Manipulations that could not be performed using the techniques available from commercial SPM systems are demonstrated, and the direction of ongoing research ...

Keywords: atomic force microscopy, force, haptic, interactive graphics, scanning tunneling microscopy, scientific visualization, teleoperation, telepresence, virtual worlds

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